

# GODZILLA

SAVE THE EARTH



EIGHTEEN WORLD-FAMOUS  
MONSTERS, LEGIONS OF  
ARMIES, VICIOUS ALIENS...  
AND ONE MONUMENTAL HERO.

THE MIGHTY  
BEAST AWAKENS  
HOLIDAY 2004

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EmuMovies



PlayStation 2



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# DEMON STONE



Part # 24920M

ATARI



FORGOTTEN REALMS

ATARI

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

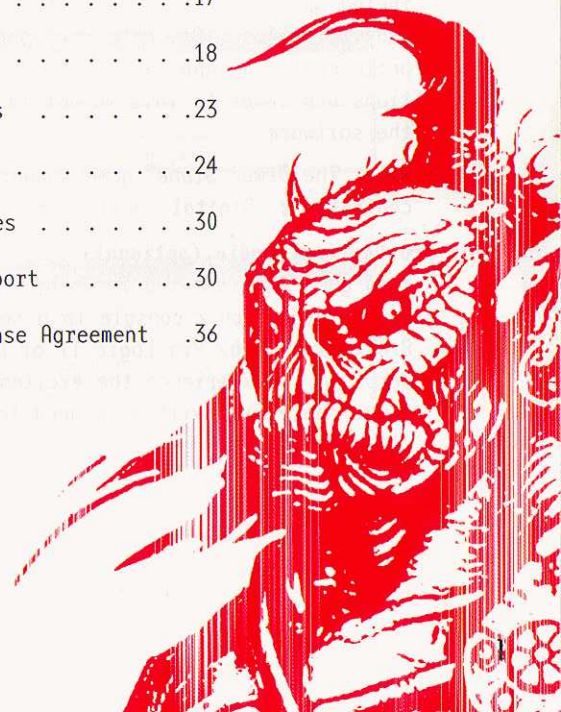
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

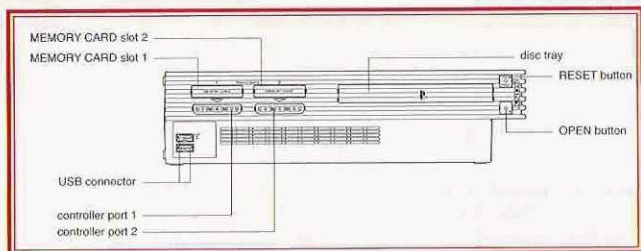
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# Getting Started



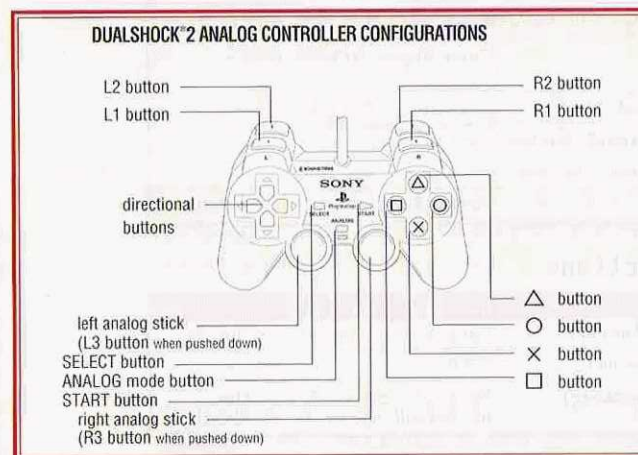
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Demon Stone™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

**Note:** The *Demon Stone™* game supports DUALSHOCK®2 analog controllers. Digital controllers are not supported.

## Dolby Pro Logic II Audio (optional)

This game is presented in Dolby Pro Logic II. Connect your PlayStation®2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. **Note:** You will also need to select "Surround" from the Options Menu (see "Options" on page 9 for details).

# Controls



## Menu Controls

Control	Action
Left analog stick or directional buttons	Highlight menu item
× button	Select/Accept
Δ button	Cancel/Go Back

## Gameplay Controls

Control	Action
Left analog stick	Move
× button	Primary Attack
○ button	Secondary Attack
Δ button	Super Attack
R1 button	Finishing Move
L1 button (press and hold)	Equip Projectile Weapon/ Equip Spell Attack
Left analog stick	Cycle Projectile Target
× button	Fire Projectile Weapon/ Charge (press and hold) and Fire (tap) Spell Attack/ Context-sensitive action

## Gameplay Controls continued

Control	Action
<input type="checkbox"/> <b>button</b> (press and hold)	Parry (block)
<b>L2 button</b>	Team Attack (when available)
<b>R3 button</b>	Team Super Attack (when available)
<b>Up directional button</b>	Switch to fighter
<b>Right directional button</b>	Switch to rogue
<b>Left directional button</b>	Switch to sorcerer
<b>START button</b>	Pause Menu

## Special Actions

Control	Action
<b>R2 button (fighter)</b>	Ogre Power (press and hold)
<b>R2 button (rogue)</b>	Jump
<b>R2 button (sorcerer)</b>	Bead of Force (Press the <b>R2 button</b> again to detonate)

### Primary Attack

Use a powerful melee attack to damage an opponent.

### Secondary Attack

Knock back an opponent with fists (fighter), kicking techniques (rogue) or an unarmed strike (sorcerer).

### Super Attack

Use the devastating Super Attack to damage multiple opponents (see "Hero Meter" on page 11).

### Finishing Move

After receiving damage, many opponents will get back up and fight. Use this powerful death strike to finish off an opponent for good.

### Projectile Weapons

- When controlling the fighter or the rogue, press and hold the **L1 button** to equip a projectile and then press the **X button** to fire.
- When controlling the sorcerer, press and hold the **L1 button** to prepare a spell and then tap the **X button** to fire.
- When controlling the sorcerer, with the **L1 button** pressed, press and hold the **X button** to charge up a spell.

- The sorcerer can purchase two types of spell upgrades: protect spells and charm spells. Press and hold the **L1 button** and **△ button** simultaneously to cast a protect spell. Press and hold the **L1 button** and **○ button** to cast a charm spell.
- The targeted opponent will have a small beacon above its head. Use the **left analog stick** to target another enemy.

### Parry

Press and hold the ☐ **button** to block a melee attack or projectile. **Note:** Not all attacks and projectiles can be blocked by all characters.

### Stealth Movement (rogue only)

Entering a shadow area automatically initiates stealth mode. While in stealth mode, perform a Backstab Attack by sneaking up behind an enemy and pressing the **X button**. Stealth mode lasts for a short time after the rogue leaves the shadows.

### Switch-on-the-Fly

At any time, you can instantly select and control any of the three characters in your party. Use the **up directional button** to control the fighter, the **right directional button** to control the rogue and the **left directional button** to control the sorcerer. While you are controlling one character, the game AI directs the other two.

### Special Actions

Special Actions are advanced moves that you can earn in battle. Special Actions are unique for each character:

- **Fighter:** Press and hold the **R2 button** to use Gauntlets of Ogre Power and perform a smashing attack. This attack causes massive damage to obstacles and objects but is less effective against enemies.
- **Rogue:** Press the **R2 button** to jump up onto platforms. Press the **X button** in mid-air to perform a Jumping Attack.
- **Sorcerer:** Press the **R2 button** to drop a Bead of Force. Detonate the Bead of Force by pressing **R2 button** again. 5

The Bead of Force causes massive damage to obstacles and objects, but less damage to enemies.

### Team Attack

During combat, press the **L2 button** to summon the fighter, rogue or sorcerer to your aid (see "Team Attack" on page 12).

### Team Super Attack

Use the Team Super Attack to unleash an attack that inflicts massive damage to all opponents within a large radius (see "Team Super Attack" on page 12).

### Combo Moves

Each character begins the game with two basic combo moves. As you gain experience, you will have the opportunity to purchase upgrades and advanced combo moves as well as new spells.

#### Fighter Base Combos

○ + ○: A quick, two-hit gauntlet (fists) combo.

× + × + ×: A three-hit, wide-swinging combo.  
Effective against large groups of enemies.

#### Rogue Base Combos

○ + ○: A two-hit kicking combo designed to stun enemies.

× + × + ×: A three-hit, wide-swinging combo.  
Effective against groups of enemies.

#### Sorcerer Base Combos

○ + ○: A two-hit unarmed strike.

× + × + ×: A three-hit, wide-swinging combo.  
Effective against groups of enemies.

## Saving and Loading

The game save file requires 88KB of free space on a memory card (8MB)(for PlayStation®2). You can save up to five games per save file.

### Saving a Game

At the end of each chapter, you can save your progress at the Character Status Screen:

1. Select Continue (after completing all level upgrades and item upgrades).
2. Select Yes at the prompt.
3. Select the MEMORY CARD slot containing the desired memory card.
4. Use the **left analog stick** or **up** and **down directional buttons** to highlight a saved game slot and then press the **× button**.
5. Select Yes to confirm and save the game.

### Loading a Game

1. Select Load Game from the Main Menu.
2. Select a MEMORY CARD slot containing a memory card with a valid saved game file.
3. Use the **left analog stick** or **up** and **down directional buttons** to highlight the desired game and then press the **× button**.



# Welcome To *Demon Stone*™

## Introduction

The *Dungeons & Dragons*® Player's Handbook, *Dungeon Master's Guide* and *Monster Manual* are the ultimate guides to D&D®, while the *Forgotten Realms*® Campaign Setting provides key details about the setting for the *Demon Stone*™ game. All of these titles are published by Wizards of the Coast, Inc., and are available at bookstores and game stores everywhere. Learn more at [www.wizards.com/dnd](http://www.wizards.com/dnd).

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## The Story So Far

Three heroes meet by chance, or so it seems, at the entrance to an ancient mine in Damara. Not knowing one another, they were compelled by a mysterious force to this place. Now, they set forth on an adventure beyond anything they could have ever imagined.

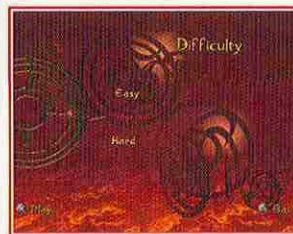
In their journey to the depths of the newly re-opened Gemspark Mine, they find a curious and irresistible entrance: a set of doors, each marked with a unique rune.

When they break through the doors, a large gem separates from its fragile setting and falls to the floor. Two spirits are released: one of a githyanki general and one of a sload lord. The freed spirits reconstitute and proceed to reengage the fight that was interrupted by their entrapment so long ago.

The githyanki general flourishes a silvery sword and rushes to the nearest planar portal to bring her army back to the battle. The other, more malevolent spirit summons more of its kind. The adventure is only beginning, though, for our heroes have unleashed a tide of chaos upon the Realms.

*Thus begins the chase.*

## Difficulty Menu



The Difficulty Menu appears when you play the game for the first time and whenever you start a new game. Choose Easy, Normal or Hard difficulty.

## Main Menu



The Main Menu appears when you start your PlayStation®2 console and have a memory card containing a saved game file inserted into MEMORY CARD slot 1 or MEMORY CARD slot 2. The Main Menu also appears when you quit a game. You can choose from the following menu options:

### New Game

Begin a new adventure in the *Forgotten Realms*®.

### Load Game

Continue an adventure already in progress. Choose a MEMORY CARD slot containing the desired memory card and select a saved game to continue.

### Options

You can configure the following options – the default settings appear in **bold**:

#### Speaker Output Mode

Select Surround, **Stereo** or Mono audio.

## Master Volume

Increase or decrease the master volume level. The master volume setting controls both the music and sound effects levels.

## Subtitles

Turn on-screen text subtitles ON/OFF.

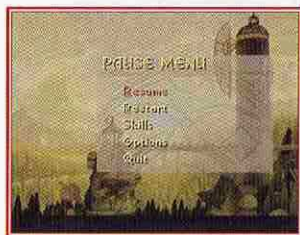
## Vibration

Turn DUALSHOCK®2 analog controller vibration ON/OFF.

## Credits

View a list of the game's creators.

# Pause Menu



Press the **START** button at any time during gameplay to take a break from the action. Press the **△** button or **START** button, or select Resume, to return to the game.

## Resume

Return to gameplay.

## Restart

Restart gameplay from the beginning of the current chapter. Select Yes to confirm.

## Options

Access the Options Menu.

## Quit

Stop playing the current chapter and return to the Chapter Summary Screen. **Note:** Your progress will not be saved.

# Playing The Game

## Gameplay Screen



The gameplay screen HUD (Heads-Up Display) simultaneously displays vital information about all three of the characters in your party.

## HUD Detail



## Health Meter

Displays the each character's health level. Pick up Health Potions and Scrolls to replenish health.

## Hero Meter

Fill the selected character's Hero Meter by landing combos, using abilities, defeating enemies and casting spells.

## Team Attack

If the selected character's Hero Meter is partially full, you can call a Team Attack, which summons the fighter, rogue or sorcerer to your aid. Performing a Team Attack slightly drains the character's Hero Meter.

## Team Super Attack

You can launch a Team Super Attack once all three characters have filled their Hero Meters. Performing a Team Super Attack damages all opponents within a large radius and fully drains each character's Hero Meter.

## Projectiles Remaining

Displays the quantity of throwing axes or daggers remaining for the selected character. There is a limit to the quantity of projectiles that the fighter and the rogue can carry (no limit applies to the sorcerer):

**Fighter Projectile Limit:** 15

**Rogue Projectile Limit:** 25

## Chapter Summary Screen



*Demon Stone™* is an adventure in ten chapters. Following the completion of each chapter, the Chapter Summary Screen appears and displays the stats listed below.

When you are finished viewing the Chapter Summary Screen, press the **X button** to continue.

### Kills

The number of enemies killed by each character.

### Team Experience

The amount of XP gained by the party.

### Team Gold

The quantity of gold found.

### # of Team Supers

The XP bonus applied for each Team Super Attack used in combat.

## Level Up Menu



At the end of each chapter, or after loading a saved game, the Level Up Menu appears. You can select from the following choices:

### Character Status

Select Character Status to view details on each of the characters in your

party. Use the **L1 button** and the **R1 button** to switch the characters, and use the **left analog stick** or **left** and **right directional buttons** to cycle through the following categories:

### Base Stats

Displays the chapter just completed, XP stats and gold stats.

### Current Skills

Displays a character's moves.

### Current Items

Displays a character's armor and weapons inventory.

## Level Upgrades



Select Level Upgrades to upgrade or purchase moves. Use the **L1 button** and the **R1 button** to switch the characters, and use the **left analog stick** or **left** and **right directional buttons** to cycle through the sets of moves. Use the **left analog stick** or **up** and **down directional buttons** to highlight a move.

- Press the **O button** to preview a move in action.
- Press the **X button** to purchase a move.
- Press the **Δ button** to cancel.

If a character already "knows" a move, an indicator appears in the lower-right corner of the screen. If a move is not known, the cost to acquire it in XP or the requirements to learn it appears.

## Item Upgrades



Select Item Upgrades to purchase items including armor and weapons. Use the **L1 button** and the **R1 button** to switch the characters, and use the **left analog stick** or **left** and **right directional buttons** to cycle through the items. Use the **left analog stick** or **up** and **down directional buttons** to highlight an item.

The cost in gold or requirements needed to purchase an item is shown in the lower-right corner of the screen.

- Press the **O button** to view an item.
- Press the **X button** to purchase an item.
- Press the **Δ button** to cancel.

### Auto-Buy

Select Auto-Buy from the Level Up Menu to view a list of suggested moves and items for entire party. You can purchase the recommended items as a package to save time during the Level Up process.

- Press the **X button** to purchase the suggested moves and items.
- Press the **Δ button** to cancel.

### Continue

Select Continue from the Level Up Menu to advance to the Level Select Screen, where you can select a new chapter or return to a previous chapter. You will have the opportunity to save your progress before gameplay resumes (see "Saving and Loading" on page 7).

### Back

Select Back to return to the Chapter Summary Screen.

### Pick-Ups

Some containers like barrels, crates and chests contain pick-ups. Pick-ups are also occasionally dropped by defeated monsters. Here are some of the pick-ups you can acquire:



#### Gold Pieces

Gold is the preferred unit of currency in the Realms. Use gold pieces to purchase and upgrade items such as armor and weapons.



#### Health

Health potions restore an individual character's health. Health scrolls restore the entire party's health.



#### Ammunition

Pick up ammunition to replenish projectile weapons.

**Note:** The sorcerer utilizes magic projectiles that do not require ammunition.

## Player Characters

### Rannek, the Fighter

Unlike most travelers, Rannek journeyed to the Bloodstone land of Damara in search of anonymity. He hadn't come to fight in Vaasa, but rather to escape a tortured past.

Several months after settling down, Rannek made a costly error.

While employed as a scout on the outskirts of Nesme, he failed to recognize an impending troll attack. He misjudged the enemy, whom he thought were simply scavenging for trace metals at the base of the Galena Mountains. The advancing group turned out to be a troll invasion force accompanied by a unit of battle-thirsty orcs. Nesme's unsuspecting citizens, hearing no alarm call, were left defenseless as the onslaught ensued.

Although a dwarven countercharge eventually returned Nesme back to its folk, Rannek left the region in disgrace. After some time, the beleaguered fighter headed east toward Damara, pulled in that direction by a force he could not explain. With little to lose, he followed.

Rannek specializes in the use of melee weapons, the sword and the fist.



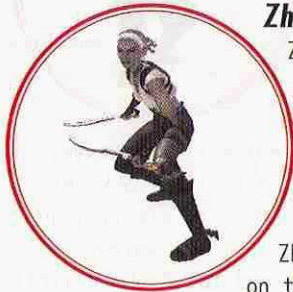


### ***Illius, the Sorcerer***

Descended from an ancient line of knights known as the Silver Guard of Silverymoon, Illius was disowned by his family for one simple reason: he chose spell craft over the martial arts.

Yearning to learn more of the world beyond Silverymoon, the sorcerer set out on a path far from home. He sought out adventure and, like Rannek, felt a strong, unexplainable pull toward Damara.

Illius specializes in the use of magic. He has no limitation on his projectile combat ability.



### ***Zhai, the Rogue***

Zhai is one of the rarest race combinations found anywhere in the Realms. Her mother was drow, a dark elf from the subterranean city of Menzoberranzan, while her father was a wood elf from Cedarleaf.

Zhai never felt comfortable being raised on the surface world. She was not generally welcomed, as people didn't trust one who so resembled a drow. Thus, at the first opportunity, she set out to make a name for herself in the Coldlands, hoping to alleviate that prejudice, as well as the rage that brewed within her.

Zhai is the most athletic of the group. With her gymnastic abilities, she can tackle most obstacles. She can also avoid detection by hiding in natural shadows within the environment.

## **NPCs**

### ***Khelben "Blackstaff" Arunsun***

Named for the magic staff he wields, Khelben Arunsun is a powerful agent of law and order. An imposing yet benevolent figure – possibly one of the most powerful mages in the land – he aids adventurers and offers wisdom drawn from his extensive knowledge of the history and lore of the Realms.

### ***Drizzt Do'Urden***

Drizzt Do'Urden is a legendary figure in the Realms. Armed with his two scimitars, "Twinkle" and "Icingdeath," this enigmatic dark elf is renowned for forsaking the cruel ways of his people and working in the interest of good on the surface world of the Realms.

### ***Ygorl, the Slaad Lord***

A creature of chaos, this evil slaad has assumed humanoid form and seeks to ravage the Realms. He has a command of magic and can summon slaad minions from the chaotic planes.

### ***Cireka, the Githyanki General***

Githyanki are human-like warrior creatures, organized solely for war. Cireka is one of many from this evil and militaristic culture bent on destroying any opposing force from the planes. Brandishing the traditional silvery sword of her kind, Cireka is locked in an unending conflict with Ygorl, the Slaad Lord.

# Monsters

## Orcs



Orcs are aggressive humanoids that attack and pillage other creatures, including other orcs, without pause in the belief that they must conquer to survive. Orcs often attack in large groups.

## Trolls

These gargantuan beasts are found throughout the Realms. Driven by hunger, they tenaciously attack until all of their prey is consumed. Trolls are most vulnerable to fire, but even when confronted with this element, they fearlessly and wildly attack.



## Githyanki



Githyanki come from another dimension known as the Astral Plane. Corrupted by enslavement and hatred, these human-like creatures are constantly honing their combat skills and crafting implements of war, most notably traditional swords made from hardened silver.

### Githyanki Warriors

Highly skilled with two-handed swords, these patient warriors wait for the perfect moment

to deliver a single, powerful attack.

### Githyanki Warlocks

These spell casters utilize a delayed blast projectile to great effect. Fortunately, their magic is slow to cast.

## Slaadi

Slaadi are creatures of chaos. Fierce in combat, using a combination of claws and keen weapons, these beasts have the special ability to instantaneously summon others of their kind to aid in battle. There are numerous types of slaadi, each treacherous in its own unique way.



### Red Slaadi

Red slaadi are the foot soldiers in Ygorl's army. They wield enormous hammers, which they charge up to inflict extra damage. While charging up their hammers, they are invulnerable to all but the mightiest attacks.

### Green Slaadi

These slaadi prefer to keep their enemies at a distance while launching magically charged, crystalline arrows.

### Death Slaadi

Not much is known about these elite predators, for those who encounter them rarely live to give a description.

They are reputed to be fast attackers armed with razor-like claws.

## Bugbears



Bugbears are massive, savage goblinoids named for their flat noses and sharp fangs. Compelled by greed and hunger, these beasts often attack prey in a coordinated manner, using their natural bear-like claws and crude weapons.

## Yuan-ti

Yuan-ti are ingenious foes that resulted from the co-mingling of human and snake bloodlines. They are devout evil worshippers whose existence revolves around their temple structures.



### Yuan-ti Priests

The priest is the leader of his yuan-ti population. Because his warriors will defend him to the death, he has no need get his hands dirty. If necessary, the priest may utilize magic in the form of barriers and mind-control spells.

### Yuan-ti Archers

Yuan-ti archers are deadly marksmen who fire poison-dipped arrows at their foes.

### Yuan-ti Melee

Armed with dual scimitars, these skilled warriors can shoot poison venom up to 15 feet.

## Yuan-ti Abominations



These mutant creatures are the result of yuan-ti experiments. Simple beasts, they are the minions of their creators, used to defend temples and for sacrificial ceremonies.

### Yuan-ti Abomination Guard

These monsters attack any creature they see if given the chance. They are big, heavy and nearly unstoppable.

### Yuan-ti Abomination Archer

These eight-foot-tall monsters can spit acidic venom great distances with surprising accuracy, despite their limited intelligence.

## Spiders

These highly adaptable vermin are common in the Realms.



They range in size from small to enormous, and are either hunters that rove about with quick reflexes or spinners that patiently trap their prey. Spiders use poisonous bites to subdue or overwhelm potential victims.

### Jungle Spiders

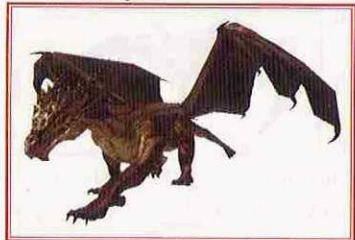
Jungle spiders are quick and vicious, fearing nothing as they hunt for their next meal. There are rumors of a huge jungle spider that inhabits the river caves.

### Crysmal Spiders

These small, gem-laden spiders quickly surround their prey before attempting to subdue and devour it.



## Red Dragon



The red dragon is a greedy, winged creature of ancient lineage that makes its lair in a large cave, surrounded by a horde of treasure. The red dragon species will consider biting and clawing its prey rather than use its fire breath and risk

destroying any nearby valuables.

## Shield Guardians

Shield guardians are bodyguard constructs crafted by spell casters. Magically controlled by their masters, shield guardians protect by bashing enemies with sweeping blows.



## Tips and Hints

- To succeed in certain situations, you will need to utilize the unique abilities of a particular character (fighter, rogue or sorcerer).
- The death of a single member of your party can be costly – you will have to restart the current section of the game.
- Some attacks and spells will fill the Hero Meter faster than others.
- There are hidden platforms, accessible by the rogue, that contain secret items.
- Press the **L2 button** to summon one of the three characters in your party and initiate a Team Attack. This can be an especially useful technique when battling boss creatures.
- Most enemies have a weakness – experiment with different combos to learn which one works best.
- Auto-Buy: During the level-up process, buying items individually may produce better results.



# Credits

## DEMON STONE™

Story by  
R. A. Salvatore

Screenplay  
Robert Goodman

Featuring the voices of  
Patrick Stewart as Khelben  
"Blackstaff" Arunsen  
Michael Clarke Duncan as Ygorl

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Krysolide  
The Animation Farm, Austin TX

Lead Cinematic Artist  
Bill Boyer

Cinematic Team  
Colin Fix  
Peter Tsacle  
Michael Drake

Lead Environment Artists  
Devin St. Clair  
Martin Servante

Environment Artists  
Jed Melnik  
Mick Buckmiller  
Kurt Klockau  
Marina Goldberg

Additional Environment Art  
Rob Clarke  
Daniela Tomicic  
Matt Small

Prop Artists  
Jim Larsen  
Olga Chudnovsky

Interface  
John Kleber  
Jim Larsen

Particle Effects  
Brian Erck

## Audio Team

Music Composition  
Robb Mills

Sound Design  
Andrew Boyd  
Robb Mills  
Christopher Hegstrom

## Design Team

Lead Designer  
Chris Porter

Level Designers  
Jerry Darcy  
Josh Rose  
Eric Luther  
David Dienstbier

Additional Design  
Mike Hurst

## Engineering Team

Lead Programmers  
Rolf Knoesel  
Steve Kojder

Programmers  
Lee Adams  
David Farrell  
Dominic Fosco  
Paul Melamed

Additional Programming  
Rodney Huff  
David Yee  
Steve Mariotti  
Ewen Vowels

## Production Team

Assistant Producers  
Jason Abulencia  
Jefferson Thomas

Additional Production Support  
Stuart Moulder  
Hudson Piehl

Business Development  
Robert Walloce

Executive in Charge of Production  
Don Daglow

## Writing Team

Content Coordinator  
Sarah W. Stocker

In-game Dialog  
Jerry Darcy  
Robert Goodman

Additional Story Development  
Jerry Darcy  
J Epps  
Robert Goodman

Githyanki Language Translation  
Jerry Darcy

## ATARI

Executive Producer  
John Hight

Producer  
Todd Hartwig

Production Assistants  
James Miao  
Benjamin Johns

Art Director  
Mark Soderwall

Technical Director  
Greg Marquez

Audio Director  
Scott Snyder

**Marketing**  
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Senior Vice President Marketing  
Erik Gerson

Directors of Brand Marketing  
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Mike Webster

Brand Manager  
Serene Chan

Brand Manager  
Jeff Sehring

Senior PR Manager  
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Communications  
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Senior Art Director  
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Graphic Designers  
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Rod Tilley

Documentation Specialist  
Ross Edmond

Copywriter  
Norm Schroger

Director, Global Web Services  
Jon Nelson

Producer, Online  
Scott Lynch

Senior Programmer, Online  
Gerald "Monkey" Burns

Senior Web Designer, Online  
Richard Leighton

Online Marketing Manager  
Sarah Horton

#### **Publishing Support**

Director of Publishing Support  
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Q.A. Managers  
Ezequiel "Chuck" Nunez

Q.A. Supervisor  
Dave Strang

Lead Tester  
Rich Higbee

Assistant Lead Testers  
Mike Shamsdid-Deen  
Emily D'Aurora

Testers  
Enrico Granados  
Carrie Greenler  
Kevin Hogan

Raul Cruz  
Stefan Nelson  
Jon Hockaday  
Ed Boraf  
Raquel Botti  
Kendrick Chan  
Sarah Cherlin  
Harrison Correa  
Neil DiGiacomo  
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Ken Moodie  
Geoff Noppo  
Josh Neumeister  
Juan Sanchez  
Carl Vogel  
Joel Yabrudy  
Henry Yei  
Elong Chiu  
Andy Fang  
Adam Caldwell

Engineer Services Specialist  
Ken Edwards

Compatibility Manager  
Dave Strang

#### **Additional Support**

Sr. Manager Strategic Relations  
Joy Schneer  
Cecelia Hernandez

Strategic Relations Specialist  
Shailla Patel

I.T. Manager / Western Region  
Ken Ford

Manager of Technical Support  
Michael Vetsch

License Coordination  
Tony Peterson  
Mark T. Morrison  
Jamie Wilson

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Vice President, Operations  
Todd Curtis

Director of Manufacturing  
Eddie Pritchard

Lead Senior Buyer  
Lisa Leon

Senior Buyer  
Gardnor Wong

Buyer  
Tara Moretti

Materials Planner  
Janet Sieler

Process Planner  
Nichole Mackey

#### **Soundelux DMG**

Voice-Over Casting and Recording  
Soundelux Design Music Group

Voice-Over Business Manager  
Amanda Wyatt

Voice-Over Coordinator  
Jacquie Shriver

Production Assistant  
Justin Longley

Director  
Kris Zimmerman

Additional Directing by  
Gordon Hunt

Recording Engineers  
Elliot Anders  
Ethan Allan

#### **Cast**

Khelben: Patrick Stewart

Ygorl: Michael Clarke Duncan

Rannek: Dan Riordan

Zhai: Vanessa Marshall

Illius: Chris Nissley

Drizzt: Robin A. Downes

Cireka: BJ Ward

Female Elf 1: Vanessa Marshall

Female Elf 2: BJ Ward

Male Elf 1 and 2: Robin A. Downes

Elven Villager: Vanessa Marshall

Elven Warrior: Robin A. Downes

Thibbledorf: John Dimaggio  
Troll King: John Dimaggio

#### **Music**

Music Coordination  
Ross and Audrey deRoche

Orchestration  
Larry Kenton

Music Performed by the Northwest  
Sinfonia

Conductor  
Larry Kenton

Recorded at Studio X, Seattle, WA

Engineer

Reed Ruddy

Vocals

Miriam Barry

Additional Sound Design  
Ripe Sound

Exec Producer / Lead Sound  
Designer  
Andy Newell

Sound Designer / Additional  
Dialog Processing  
Bill Rudolph

Assistant Sound Designer  
Josh Gold

Ripe Coordinator  
Lauro Grivainis

#### **Stormfront Special Thanks**

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Richard Calenius  
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Jeanne Young  
Tony La Russa  
Tim Larkin  
Stan Roach  
Mark C. Stevens  
Seth Willenson  
Michael Leary

Baldwin Lee  
 Christopher Daglow  
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